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1 [Input/output: Distributed autonomous interface using ActiveCube for interactive multimedia contents](#)



Ryoichi Watanabe, Yuichi Itoh, Yoshifumi Kitamura, Fumio Kishino, Hideo Kikuchi  
December 2005 **Proceedings of the 2005 international conference on Augmented tele-existence ICAT '05**

**Publisher:** ACM Press

Full text available: pdf(1.22 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper, we describe a unique and novel function of ActiveCube that develops interactive multimedia contents; a new method that reduces the load of the host PC by distributed control between the host PC and cubes. Furthermore, we propose and implement a method that restricts unnecessary packets in the network between the host PC and cubes by realizing autonomous activity of each cube and encapsulation of input/output devices. Then we conducted experiments to evaluate the performance of the ...

**Keywords:** 3D modeling, autonomous activity, bidirectional interface, distributed control, real-time interaction, tangible user interface

2 [Extending to multidimensional interfaces: Interactive interfaces of Treecube for browsing 3D multimedia data](#)



Yoichi Tanaka, Yoshihiro Okada, Koichi Nijima  
May 2004 **Proceedings of the working conference on Advanced visual interfaces**

**Publisher:** ACM Press

Full text available: pdf(735.19 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The authors of this paper have already proposed Treecube which is a visualization tool for browsing 3D multimedia data. In this paper, the authors also propose its interactive interfaces for efficiently browsing 3D multimedia data. Treecube is regarded as a 3D extension of treemap, which is a visualization tool for hierarchical information proposed by Ben Shneiderman et al. in 1992. For treemap, there are several layout algorithms: slice-and-dice, ordered treemap, strip treemap and so on. Furthe ...

**Keywords:** 3D multimedia, IntelligentBox, Treecube, Treemap, information visualization, multimedia browser



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multichannel hyper media content



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1 [Document authoring, markup and manipulation 2: Content publishing framework for interactive paper documents](#)



Moirira C. Norrie, Alexios Palinginis, Beat Signer

November 2005 **Proceedings of the 2005 ACM symposium on Document engineering DocEng '05**

**Publisher:** ACM Press

Full text available: pdf(721.89 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Paper persists as an important medium for documents and this has motivated the development of new technologies for interactive paper that enable actions on paper to be linked to digital actions. A major issue that remains is how to integrate these technologies into the document life cycle and, specifically, how to facilitate the authoring of links between printed documents and digital documents and services. We describe how we have extended a general web publishing framework to support the produ ...

**Keywords:** interactive paper, publishing framework

2 [Streaming 1: Optimal delivery of multi-media content over networks](#)



Arthur Allen

October 2001 **Proceedings of the ninth ACM international conference on Multimedia**

**Publisher:** ACM Press

Full text available: pdf(4.39 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper, we describe scalable optimal methods for delivering archived and live multi-media content from servers to multi-media client players endowed with substantial RAM or disk-based buffers. These methods result from the application of linear optimization theory (linear programming) to the problem of how best to modulate the flow rate of constant-bit-rate (CBR) content for all sessions linking a server to its clients, in which session flow rates are subject to upper and lower bound const ...

**Keywords:** CAC, CBR, QOS, VBR bandwidth smoothing, ad insertion, edge-caching, linear programming, live events, optimization, video-on-Demand

3 [Local networks](#)



William Stallings



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1 [Phrasier: a system for interactive document retrieval using keyphrases](#)



Steve Jones, Mark S. Staveley

August 1999 **Proceedings of the 22nd annual international ACM SIGIR conference on Research and development in information retrieval**

**Publisher:** ACM Press

Full text available: [pdf\(625.73 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** evaluation, interactive retrieval interface, keyphrase-based retrieval, query interface

2 [Augmented surfaces: a spatially continuous work space for hybrid computing environments](#)



Jun Rekimoto, Masanori Saitoh

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

**Publisher:** ACM Press

Full text available: [pdf\(1.55 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes our design and implementation of a computer augmented environment that allows users to smoothly interchange digital information among their portable computers, table and wall displays, and other physical objects. Supported by a camera-based object recognition system, users can easily integrate their portable computers with the pre-installed ones in the environment. Users can use displays projected on tables and walls as a spatially continuous extension of their po ...

**Keywords:** architectural media, augmented reality, multiple device user interfaces, physical space, portable computers, table-sized displays, ubiquitous computing, wall-sized displays

3 [Toward active, extensible, networked documents: multivalent architecture and applications](#)



Thomas A. Phelps, Robert Wilensky

April 1996 **Proceedings of the first ACM international conference on Digital libraries**



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authoring interactive digital document



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1 [Document authoring, markup and manipulation 2: Content publishing framework for interactive paper documents](#)



Moira C. Norrie, Alexios Palinginis, Beat Signer

November 2005 **Proceedings of the 2005 ACM symposium on Document engineering  
DocEng '05**

**Publisher:** ACM Press

Full text available: pdf(721.89 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Paper persists as an important medium for documents and this has motivated the development of new technologies for interactive paper that enable actions on paper to be linked to digital actions. A major issue that remains is how to integrate these technologies into the document life cycle and, specifically, how to facilitate the authoring of links between printed documents and digital documents and services. We describe how we have extended a general web publishing framework to support the produ ...

**Keywords:** interactive paper, publishing framework

2 [Multimedia and hypermedia authoring: Live editing of hypermedia documents](#)



Romualdo Monteiro de Resende Costa, Márcio Ferreira Moreno, Rogério Ferreira Rodrigues, Luiz Fernando Gomes Soares

October 2006 **Proceedings of the 2006 ACM symposium on Document engineering  
DocEng '06**

**Publisher:** ACM Press

Full text available: pdf(236.34 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In some hypermedia system applications, like interactive digital TV applications, authoring and presentation of documents may have to be done concomitantly. This is the case of live programs, where not only some contents are not known a priori, but also some temporal and spatial relationships, among program media objects, may have to be established after the unknown content definition. This paper proposes a method for hypermedia document live editing, preserving not only the presentation semanti ...

**Keywords:** NCL, SBTVD, declarative middleware, ginga, interactive digital TV

3 [Evaluating HyperDisco as an infrastructure for digital libraries](#)

Uffe Kock Wiil